

MARVEL
COMICS

the AMAZING SPIDER-MAN™

VS.

THE KINGPIN™

TM
SEGA™



SEGA™

Rated by V.R.C.™
GA
Appropriate for
all audiences.
General Audiences

KINGPIN HOLDS THE KEY!



All is calm in the cozy living room of Peter Parker and Mary Jane Watson-Parker. That is, until a news brief flashes on the TV screen. "Good evening, New York. I am Wilson Fisk, a concerned citizen."

"The Kingpin!" Peter sits up, his eyes glued to the TV. "This is bound to be bad news!"

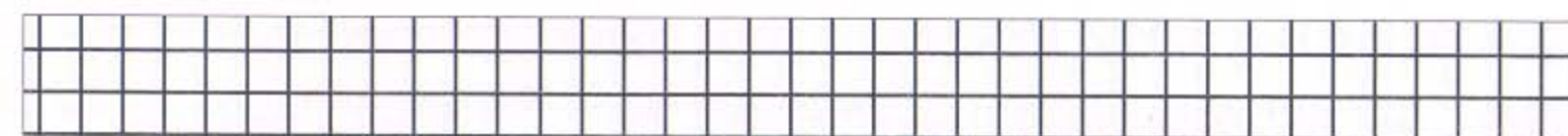
"I have learned something MONSTROUS, something of DEADLY importance to us all! The renegade known as SPIDER-MAN is seeking REVENGE against the forces of law and order. He has devised the most GHASTLY CRIME of his career!

"Today he has secretly planted a bomb, somewhere in the city. In exactly 24 hours, the bomb will explode, leveling the city and EVERYONE IN IT. I'm offering a \$500,000 REWARD for his capture. We must PROTECT ourselves!"

Peter feels his spider-sense start tingling. "I've heard rumors . . . Kingpin has hired all the heavy hitters, DR. OCTOPUS, THE LIZARD, ELECTRO, THE HOBGOBLIN, THE SANDMAN, VENOM, plus those criminal hotshots MYSTERIO and VULTURE. This is some vicious prank of his . . . and I've only got 24 hours to stop him!

"Gotta go, MJ. Forget the door, I'll just take the window. It's faster!"

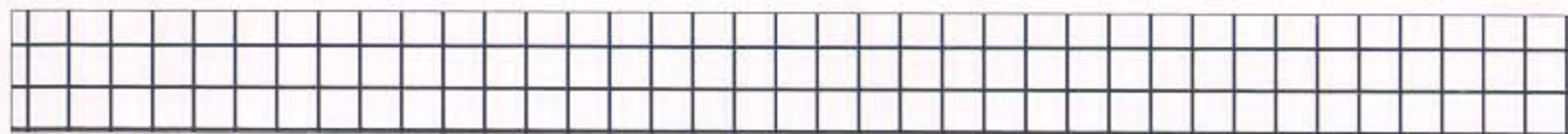
SETTING UP THE GAME



1. Connect your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears.
3. **If you have an original Sega CD model**, press the **Reset** button to open the disc tray. Place *THE AMAZING SPIDER-MAN VS. THE KINGPIN* CD into the disc tray, label side up, and press the **Start** button to close the tray.
If you have a new Sega CD model, press the **Open** button on the Sega CD console to open the CD door. Place *THE AMAZING SPIDER-MAN VS. THE KINGPIN* CD into the tray, label side up. Close the CD door.
4. If the Sega CD logo is on screen, press **Start** to begin Spidey's desperate hunt through the concrete canyons of New York. If the Control Panel is on screen, move the cursor to the **CD-ROM** button, and then press **Button A, B** or **C** to begin.

Note: If *THE AMAZING SPIDER-MAN VS. THE KINGPIN* CD is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.

SETTING UP FOR QSOUND



QSound Virtual Audio is a revolutionary, multi-dimensional sound placement technology. If your Sega CD is connected to stereo sound, you can submerge yourself in the magic of state-of-the-art QSound. This amazing sound technology gives you 180 degrees of audio in a greatly expanded sound field. You'll be surrounded in waves of 3-D sound!

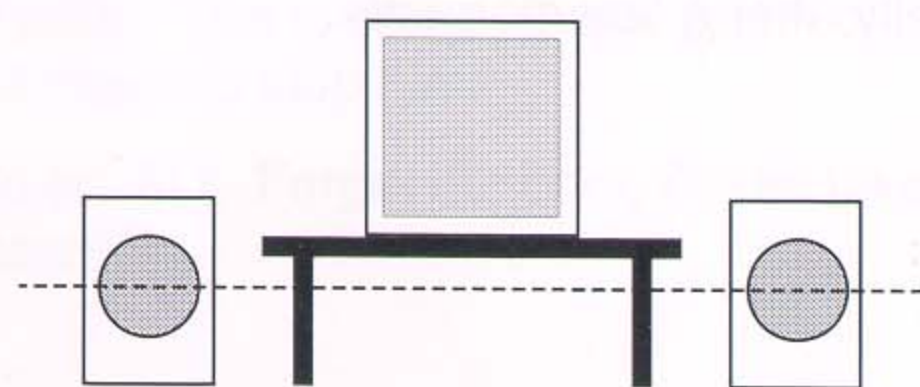
Follow the guidelines in this section to set up your Sega CD and stereo systems for optimum QSound stereo listening.

BALANCE

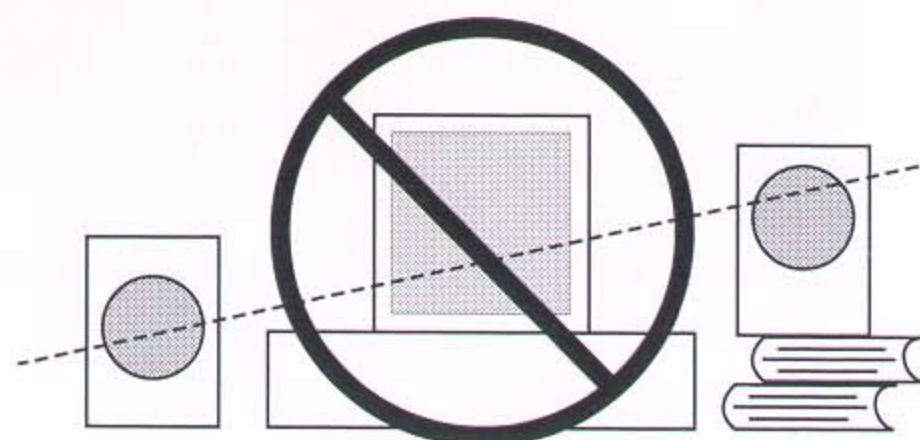
If your system has a single balance control, set it to the center balanced position. If each speaker in your stereo system has a separate volume control, set them as equally as possible.

SPEAKER PLACEMENT

Place the speakers at equal distance from the listener, on the same plane, at the same height and at least three feet from side walls. You can angle the speakers slightly.



Right. Position speakers on the same plane, at the same height and angle.

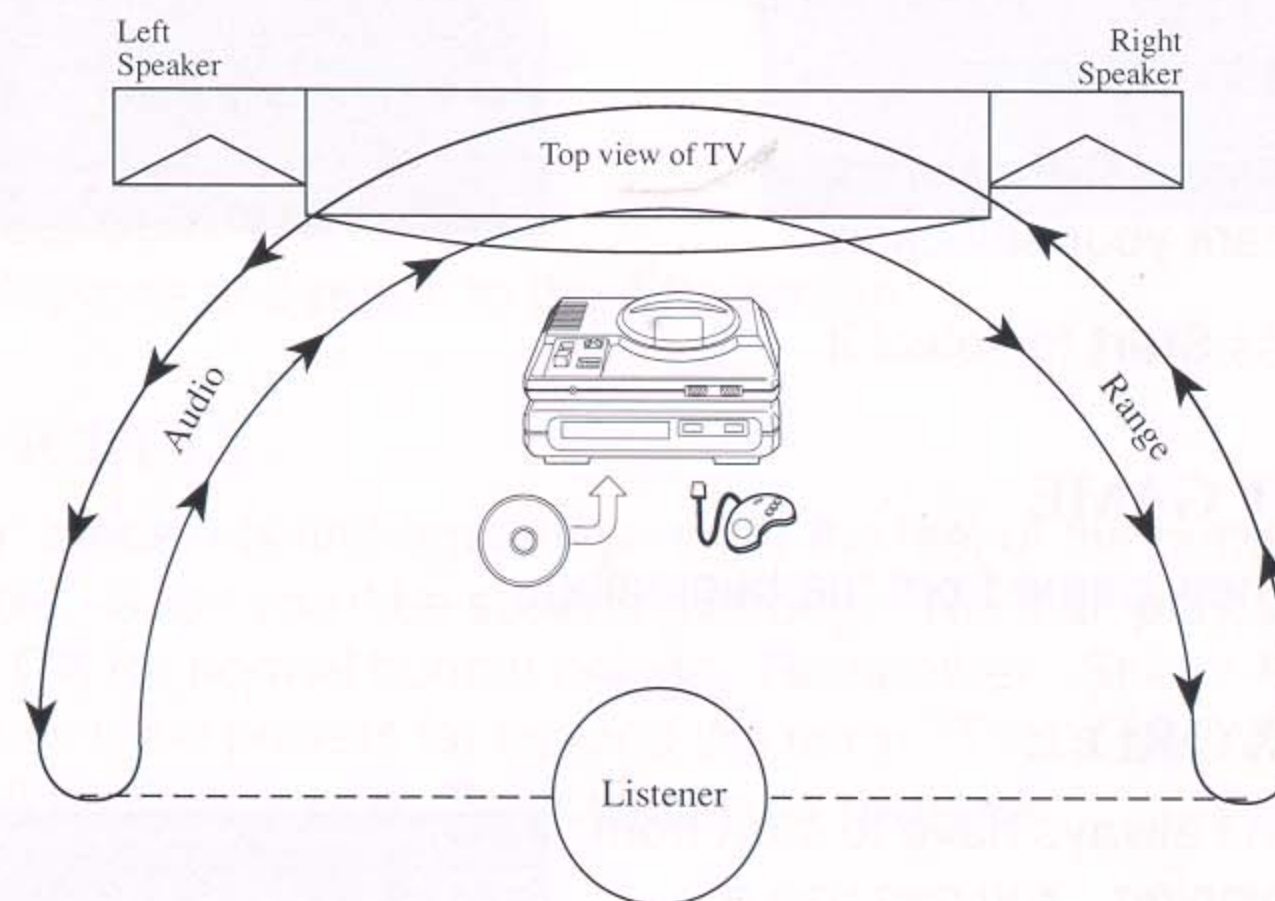


Wrong.

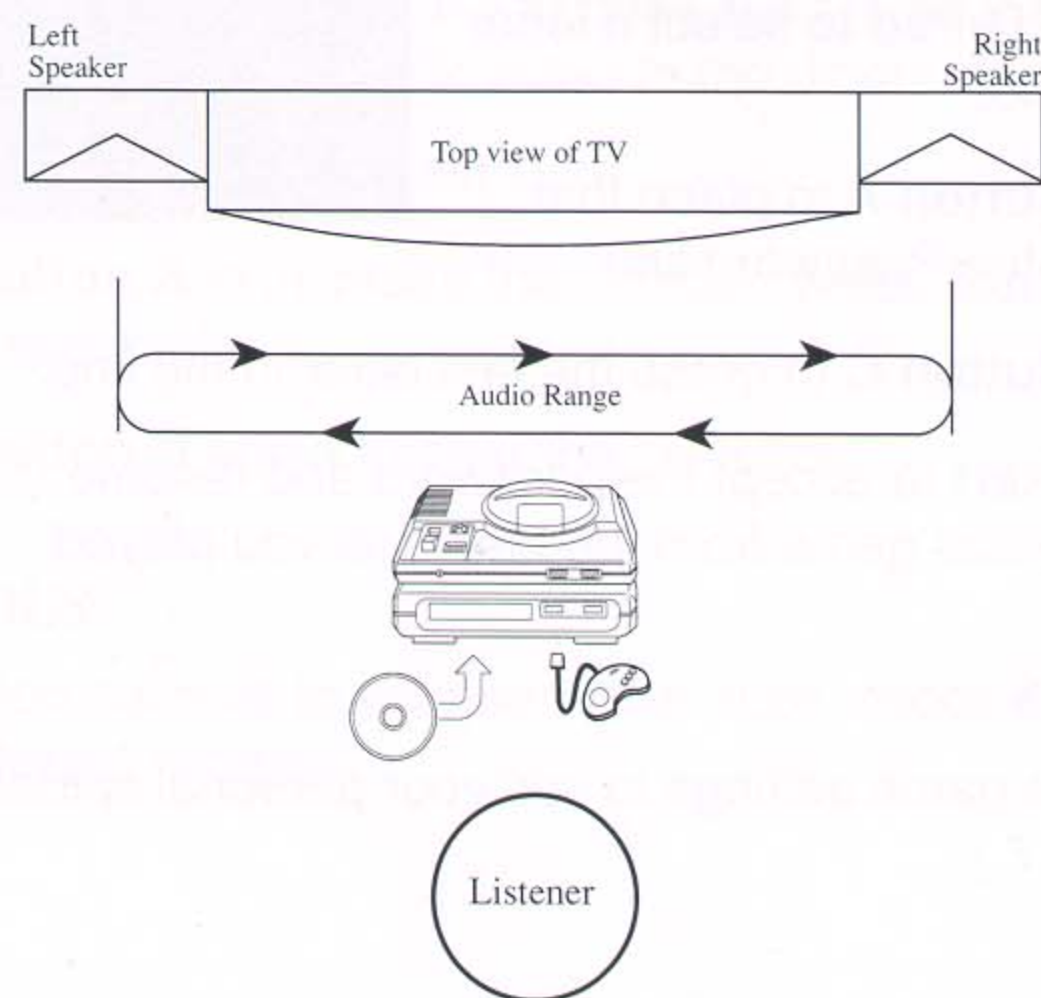
SPEAKER CABLING

For proper phasing, make sure you match red to red and black to black (positive to positive, negative to negative) when connecting the wires from both the left and right speakers to the amplifier or sound board. One side of the speaker wire or lamp cord is often marked for this purpose with a line or ridge.

Sega CD Software with QSound Virtual Audio



Sega CD Software with Conventional Stereo

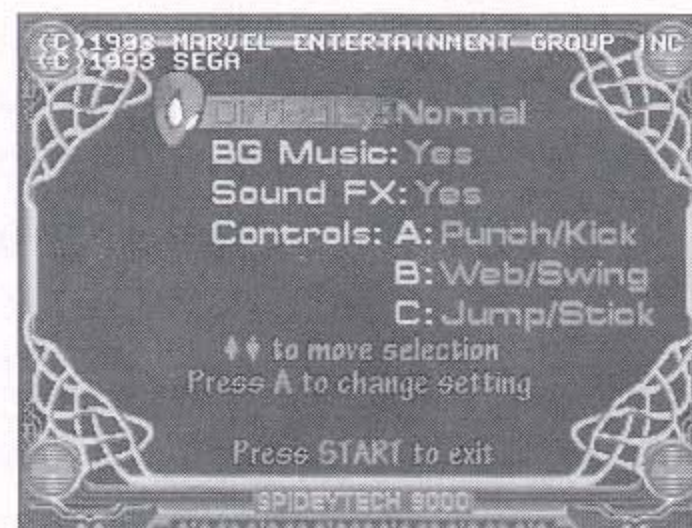


GETTING STARTED



After the game loads, the Title screen will appear automatically, following a few other screens. Press **Start** to bring up the Main Menu. To choose one of the Main Menu options:

- Press the **D-Pad** up/down to mark your selection.
- Press **Start** to select it.



START GAME

Start a new game from the beginning.

PASSWORD

You don't always have to start from the beginning. You can use a password to resume a previous game. On the Password screen:

- Use the **D-Pad** to select a letter in the grid.
- Press **Button A** to place that letter in the Password line.
- Press **Button C** to erase the last letter in the line.
- Press **Start** to accept the password and resume the previous game from the last level you played.



OPTIONS

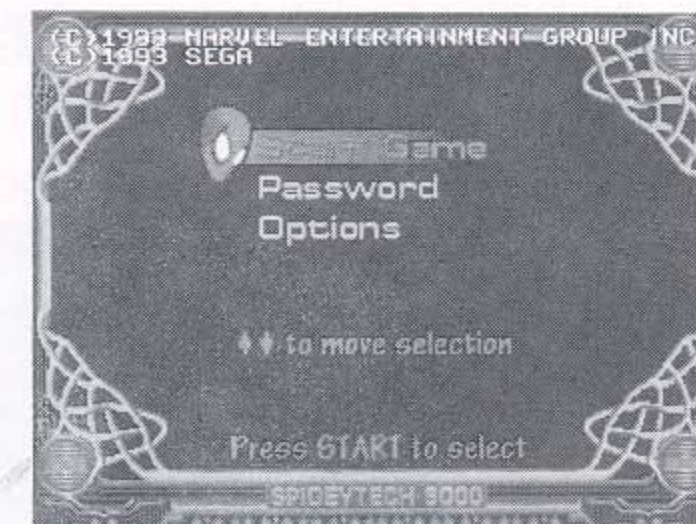
Change the game settings to suit your personal spider-sense. (See page 7.)

CHOOSING OPTIONS



Make your choices on the Options Menu before starting play:

- Press the **D-Pad** up/down to mark your selection.
- Press **Button A** to change the setting.
- Press **Start** to enter your selections and return to the Title screen.



DIFFICULTY

“Easy” mode lets first-time players get the feel of the button controls. Soon you'll be speeding through “Normal” play, and that's OK for normal human beings. Remember: Spider-Man's enemies have powers far beyond the norm. That's why there's the “Nightmare” mode. Select it at your own risk.

BG MUSIC AND SOUND FX

Turn ON the game's incredible background music and sounds for total sensual immersion. If you don't want to hear them during play, turn them OFF. To listen to the different selections:

- Press **Button B** to see “Test 1.”
- Press **Button A** to increase the number; press **Button C** to decrease it.
- Press **Button B** again to hear the selection.

CONTROLS

Set the button controls to your personal taste, choosing from six different settings.

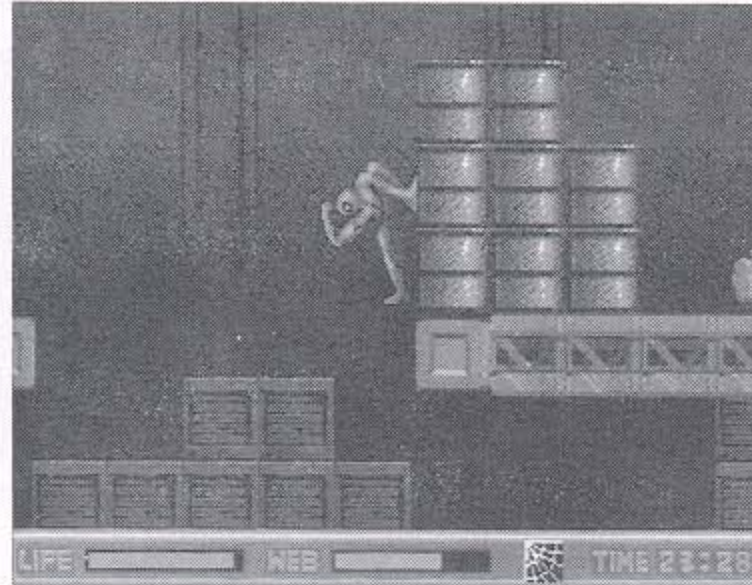
SPIDEY'S SPECIAL ATTACKS



KICK ATTACK

D-Pad toward Spidey's feet + Punch

- Hold the **D-Pad** toward the surface you're on. For example, if you're on the ceiling, hold the **D-Pad** up; if you're on the ground, hold it down. Then quickly press the **Punch** button to turn Spidey's fist attack into a foot attack.



STICKING TO WALLS

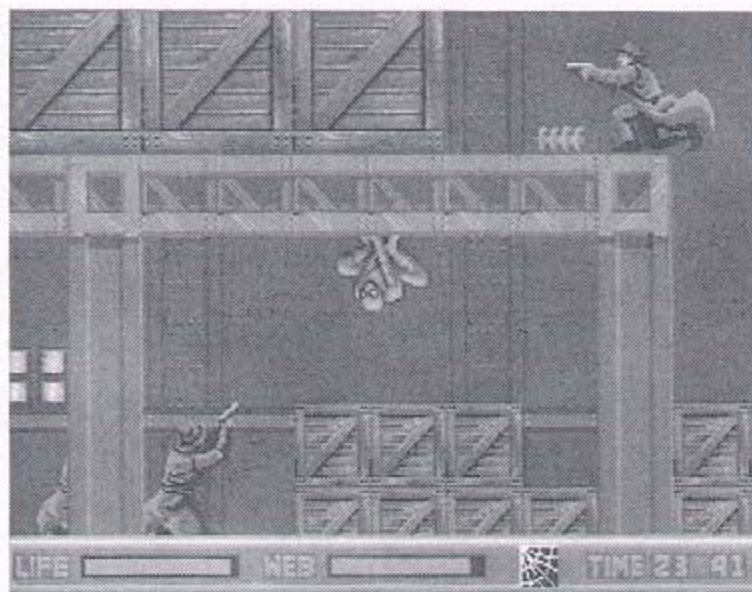
Jump + D-Pad + Jump

- Press the **Jump** button while holding the **D-Pad** left or right toward the surface of a wall. Then quickly press the **Jump** button again to stick to the wall. To stick to the front of a building, jump while pressing the **D-Pad** up/left or up/right.
- Jump again to let go.

STICKING TO CEILINGS

Jump + D-Pad up

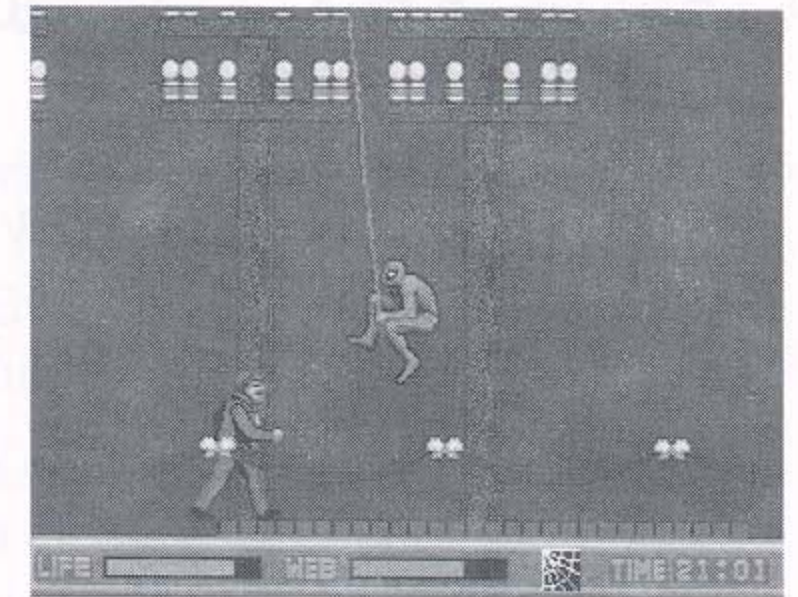
- Press the **Jump** button while holding the **D-Pad** up. When you touch the ceiling, you'll stick to it just like a spider.
- Jump again to let go.



WEB SWINGING

Jump, then Web

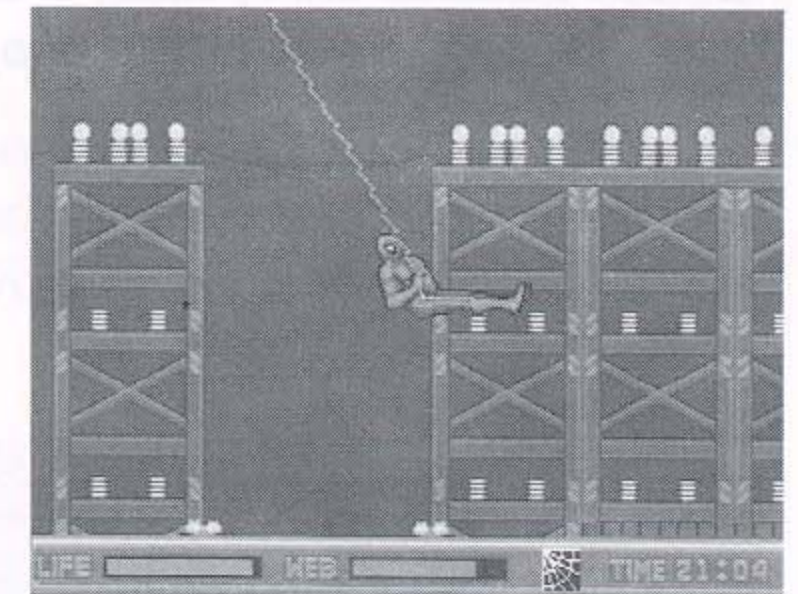
- Press the **Jump** button, then quickly press the **Web** button. You'll jump up and swing on a web line. This takes you farther than a simple jump.
- Press the **Jump** button again to let go.



SWING KICK ATTACK

Swing + Punch

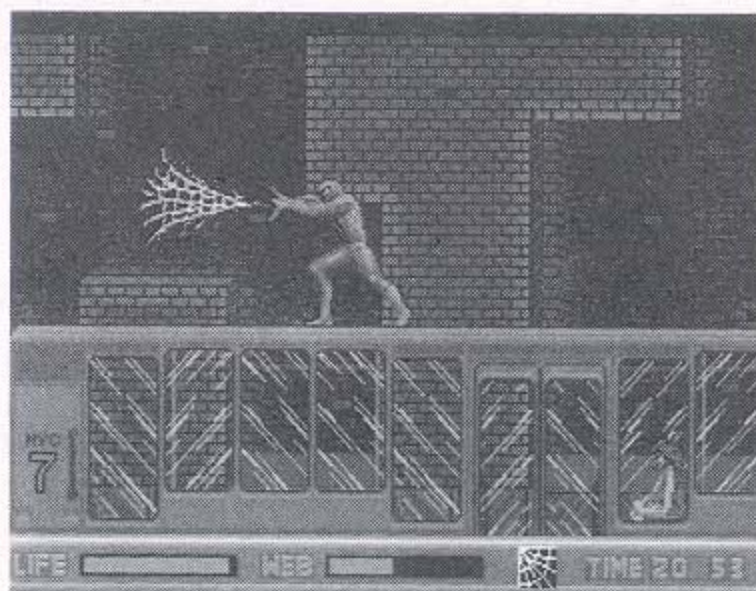
- Swing on a web line. At the beginning of your swing, quickly press and hold the **Punch** button to lash out with a power kick straight to their dental work!



MEGA WEB

D-Pad up, then Web, then 1/8 roll

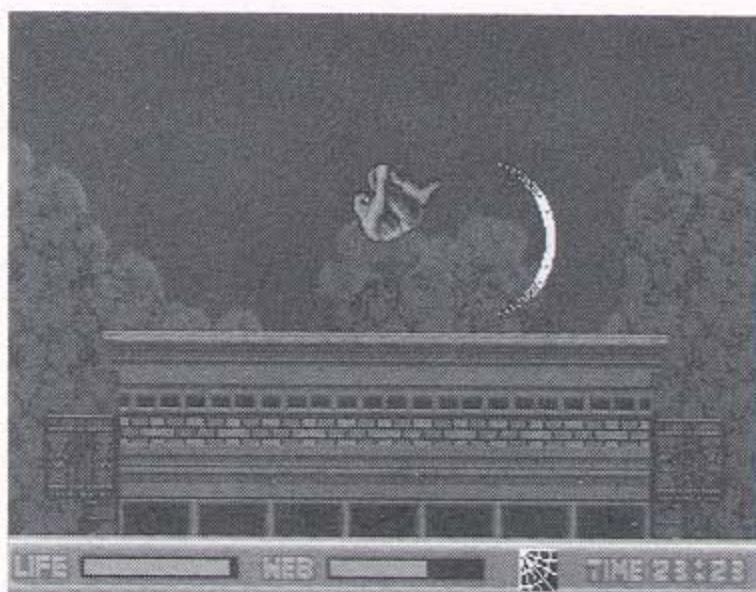
- Press the **D-Pad** up and hold it, quickly press the **Web** button, then roll your thumb on the **D-Pad** in the direction of your enemy.
- This is a very fast move. The trick is to press the buttons rapidly, and to rrrro-oo-ooolll your thumb over the **D-Pad** without letting up on the pressure.



KICKING BACK FLIP

D-Pad up, then Punch, then Jump

- Press the **D-Pad** up to stand up, quickly press and hold the **Punch** button, then quickly press the **Jump** button.
- This is an extremely fast move. To get it, rapidly roll through the controls one after the other.



SHOWDOWN IN MANHATTAN!

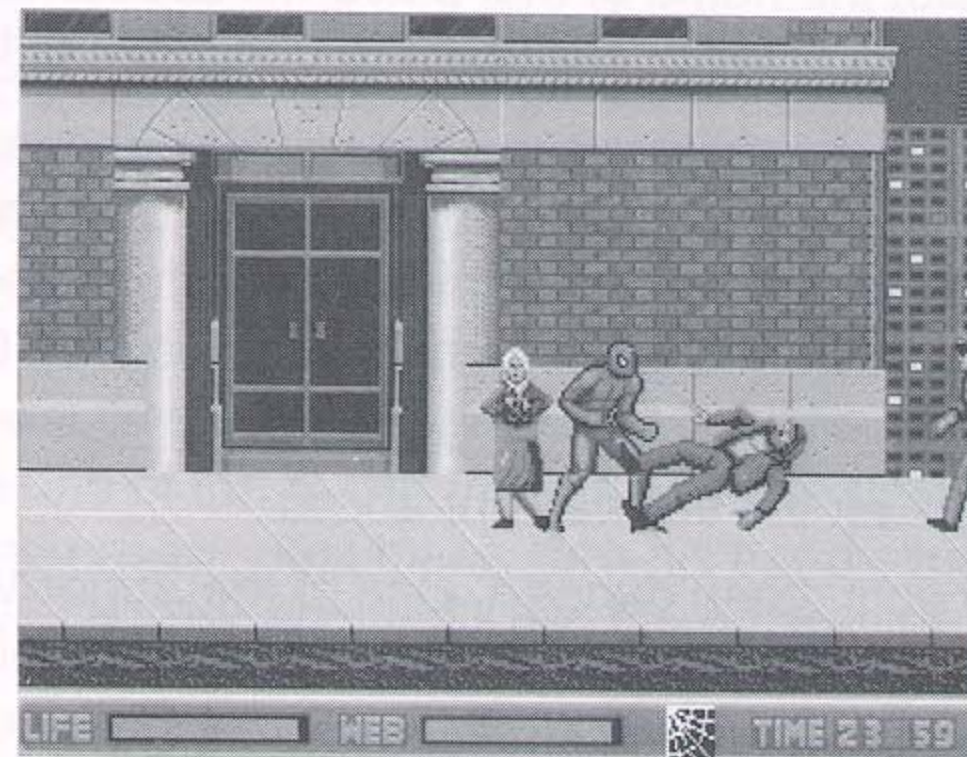


Ten of the most vicious underworld creeps to ever darken the city streets have converged on New York, summomed by the most odious outlaw of all — THE KINGPIN. Your goal is to defeat all the villains, and then Kingpin himself, before the bomb explodes.

The Kingpin has made your job as tough as possible. You can't just go find the bomb and defuse it. That would be too simple. As well as the bomb, the criminal mastermind has hidden five KEYS to the bomb throughout New York City.

Each archenemy you defeat will give up one of two things: either a key, or a clue to finding a key. When you have all the keys, you can deactivate the bomb. But you only have 24 hours! To make matters worse, the police and most of the citizens, thanks to tonight's newscast, think you're a dangerous criminal!

You'll find Spider-Man outside the *Daily Bugle*. The web-slinger can't help noticing the little old lady being attacked by a mugger. As soon as Spidey saves the LOL, he's ready for the real felons!



USING THE MAP



As you undoubtedly know, New York City is a big place. Kingpin's hired guns are at large. They could be anywhere.

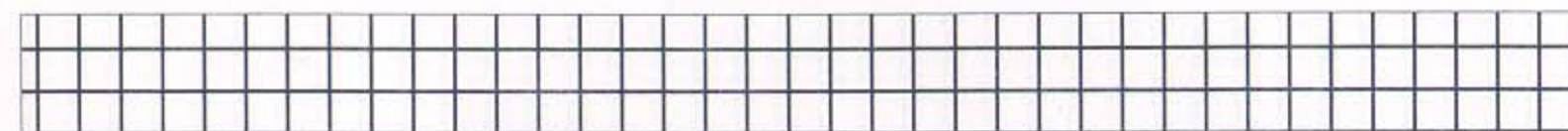
To start your search, use the **D-Pad** to move the crosshair cursor around the map. Whenever the crosshair passes over an important locale, the name of that place will appear at the bottom of the map. Press **Start** or **Button A** to check the place out.

- Locales marked with small green dots are rampant with minor crooks and scofflaws. Clean up the riffraff, plus find vital Web and Life power-ups that could mean the difference between Spidey's success and an extremely large hole on the eastern seaboard.
- Streetcars mark the subway entrances.
- Larger red dots mean danger! One of the Super Villains is lurking in the locale, and his mug appears on the map. Villains change their hideouts with each new game.

Note: The map in Nightmare mode doesn't reveal the criminals' whereabouts. You'll just have to take your chances.

- When you've cleared a locale, a large **X** marks it on the map so you know you don't have to return there.

STAYING ALIVE



Life Bar

Web Bar

Weapon

Time

No matter how many attackers you're holding off at once, keep an eye on the screen indicators. If you know you're running out of Life or Web, you can do something about it.

LIFE BAR

The bar decreases as you are injured. When the bar disappears, you lose the battle and end up either in jail or in the hospital. You also lose two hours of precious time. Did you really want to do that? Press **Start** if you want to skip the video screens and rush back to the action. You can restore your Life Bar with Life power-ups. (See page 16.)

WEB BAR

This bar decreases as you use up the fluid in your web shooters. When you run out, you won't be able to shoot web nets. (In Easy mode, though, you'll still be able to swing on a web line.) Replenish your web fluid by picking up Web power-ups. (See page 16.)

BOSS LIFE BAR

This bar appears when you're grappling in a life-and-death struggle with one of the Super Villains. The perpetrator weakens as the bar decreases. Just make sure his bar disappears faster than your own Life Bar and you'll win the battle.

WEAPON

Shows which weapon you're using: web, bolo or shield. Go to the Weapons Display to change your current weapon. (See page 17-18.)

TIME

Counts down the hours and minutes until bomb detonation.

POWER-UPS



Pick up these powerful items by scurrying over them or jumping to reach them.



A **red disc** restores part of the web fluid in your Life Bar.



A **cloverleaf of four red discs** fully restores the fluid in your Life Bar.

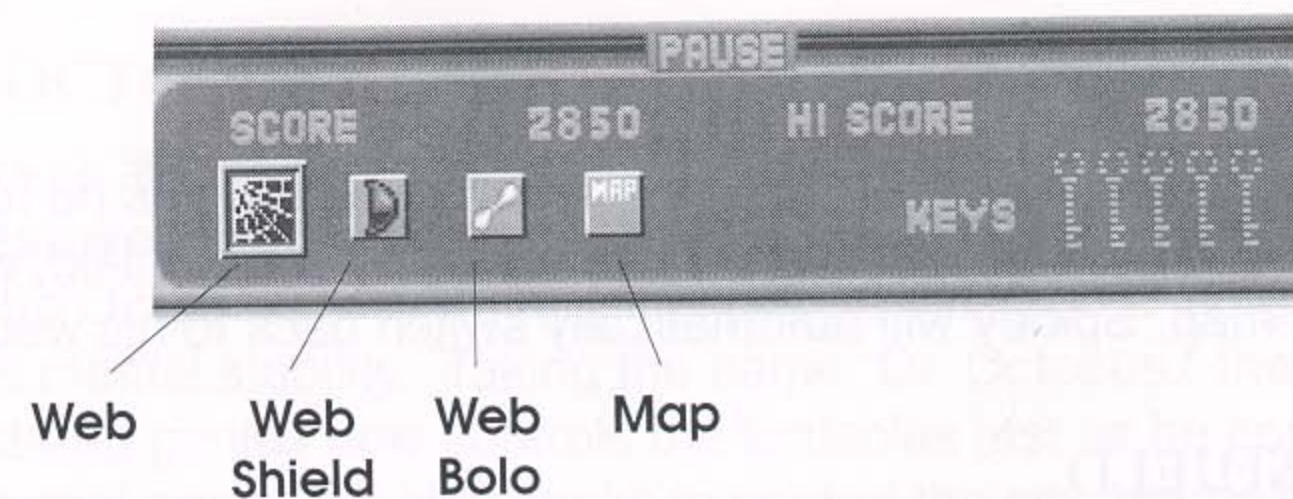


A **blue disc** restores part of your Web Bar.



A **cloverleaf of four blue discs** fully restores your Web Bar.

WEAPONS DISPLAY



Press **Start** at any time to see Spider-Man's score, the number of keys he's found so far, and his cache of weapons.

Note: You can't bring up the Weapons Display on the New York City Map screen.

SCORE

Shows your current point total.

HI SCORE

Records the highest point total in this game session.

KEYS

Reveals how many keys Spider-Man has found so far, of the five keys he must recover.

THE SANDMAN

William Baker was a simple thug from the worst part of New York, who had the bad fortune to be holed up on a beach near a nuclear power plant when it blew up, bombarding him with radioactive sand. Afterwards, however, he had the good fortune to be able to turn his body into sand and slip through Spidey's web. He's still a thug at heart, and he's making his stand tonight!

THE HOBGOBLIN

No one knows the true identity of the Hobgoblin. He simply appears, disguised in his horrifying costume, flying his mechanized bat, and hurling his pumpkin bombs at his enemies — the most visible of whom is your friendly, garden-variety Spider-Man. Apparently afraid of no man or woman, the Hobgoblin has no need to hide. He's ready to face Spidey right out on the streets!

VENOM

Some years ago, Spider-Man visited an alien world and brought back a wondrous new costume. But the "costume" turned out to be a malignant alien life form that tried to bond to Spider-Man, and Spidey barely escaped its clutches. In time, the costume met a human, Eddie Brock, who hated Spidey. The two merged to form a new creature, Venom, who may just be the most bizarre of all the web-slinger's foes. Venom, in an unexplained manner, dampens Spider-Man's spider-sense.

MYSTERIO

Hollywood special effects designer and stunt man Quentin Beck originally tried to pass himself off as an extraterrestrial in order to uncover military secrets. His discovery by Spider-Man generated an intense hatred for the wall-crawler. Later, disguised as a psychiatrist, he used technology and hypnosis in an attempt to drive Spidey insane. An expert designer of special effects and stage illusions, a master prestidigitator, and an amateur chemist and roboticist, Mysterio continues his single-minded quest — the destruction of Spider-Man!

VULTURE

Vulture has been referred to as "some kinda flying freak." His green and white feathered costume and bald noggin certainly make him resemble an overstuffed bird of prey. A dabbler in special plastic compounds used for illicit purposes, Vulture is able to slip past Spidey without setting off his spider-sense.

THE KINGPIN

Wilson Fisk is a name no one ever uses; the fat man in the white coat is universally known as The Kingpin, the most ruthless and powerful man in crime. He has no super powers, though his fat body is actually muscle developed to an enormous size. His greatest strength is his criminal genius. He has never been convicted because he arranges for other fall guys to carry out his schemes. But no scheme has ever topped this one!

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:

1-800-872-7342.

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

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ECCO THE DOLPHIN™

Tackle all the bold adventure of Ecco The Dolphin transformed by the brilliance of Sega CD™. Leap and dive through incredible sea animations to magical undersea music and sounds!



★
Submerge yourself in QSound™! With stereo hookup, you'll be surrounded in waves of 3-D sounds! And Ecco CD features an original CD-quality soundtrack.



★
Explore over 30 levels of lethal dangers -- including frenzied sharks, stinging jellyfish and deadly rip tides.



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FOR USE WITH NTSC SEGA CD SYSTEMS.

SEGA™

